



A

*This notebook chronicles  
my quest to save the Last Dragon.  
The journey was dangerous and long, yet I met  
many good people, and the memories will linger.  
I love Simbala as if it were my home.  
Yet evil persists there. I fear that  
someday I will have to leave Fandora  
and journey there once again.  
Perhaps this notebook  
will be of value then.*



*Amsel*

# Notes on the Journey to Simbala



**To commence DRAGONWORLD**

See insert for loading instructions.

## **Learning of New Features**

Before anything else, enter NEWDATA. This will allow one to see descriptions of any features in DRAGONWORLD which were changed after this notebook was written.

## **Selecting the Means of Following the Quest**

1. Enter KEYBOARD in order to use the keyboard. If a joystick is also available, enter JOYSTICK. No selection will cause the program to select the keyboard automatically.

At any point in the game, enter KEYBOARD or JOYSTICK to change from one means to the other.

2. Choose whether or not graphic images of the quest are desired. If no selection is made, pictures will be provided automatically. Enter PICTURESOFF if only text is desired, or PICTURESON if pictures should appear along with the text.

This feature may be changed at any time during the quest.



## **efore you Begin the Quest**

It is now time to begin DRAGONWORLD. Consult the following pages on "The Language of Simbala." Also, four special commands are important as you embark on your journey.

### **The first command: CREATE**

Use the CREATE command to create a Save Disk. If danger appears imminent, the Save Disk will let you "restore" to that point in your quest if you have previously saved it onto the Save Disk (see "Save").

#### **To create your Save Disk:**

1. Enter CREATE and press RETURN. Follow all instructions on the screen.

**Beware:** The program will erase any contents of a disk being formatted as a Save Disk.

2. When the disk drive light goes off, the Save Disk should be removed, and the game disk re-inserted. The mission can continue.

### **The second command: SAVE**

Use this command to save points in the quest to which there may be a need to return.

1. Enter SAVE and press Return. Follow instructions on the screen.
2. Select the number of the next available position, or rename a position that was used earlier. Name the present point in the quest (up to ten characters). Then remove the Save Disk, re-insert the game disk and resume the quest.



### **The third command: RESTORE**

Use this command to return to a point in the quest previously saved.

First, when an unfinished quest is to be resumed:

1. Load the program as usual and enter RESTORE. Follow the instructions on the screen.
2. Select a quest point from the list. The program will move to that point, and the quest may be resumed from there.

Second, in the event of a fatal accident:

1. The computer will ask: DO YOU WANT TO PLAY AGAIN?  
Y or N?
2. Press Y, which will automatically restart the game.
3. Enter RESTORE and follow the same directions as above.

### **The fourth command: RESTART**

Enter RESTART at any time to return to the beginning of the game.



# *The Language of Simbala*

## **C**ustoms of the Language

Speech while in Simbala should consist of succinct, precise commands. A verb (FEED, SEARCH, TAKE) should always start the command; and a noun, whether a person, a place, or a thing (HAWKWIND, BAZAAR, SWORD), should follow the verb. The word THE may be used before a noun (TAKE THE SWORD).

Multiple nouns associated with the same verb should be separated from each other by means of a comma or and, such as:

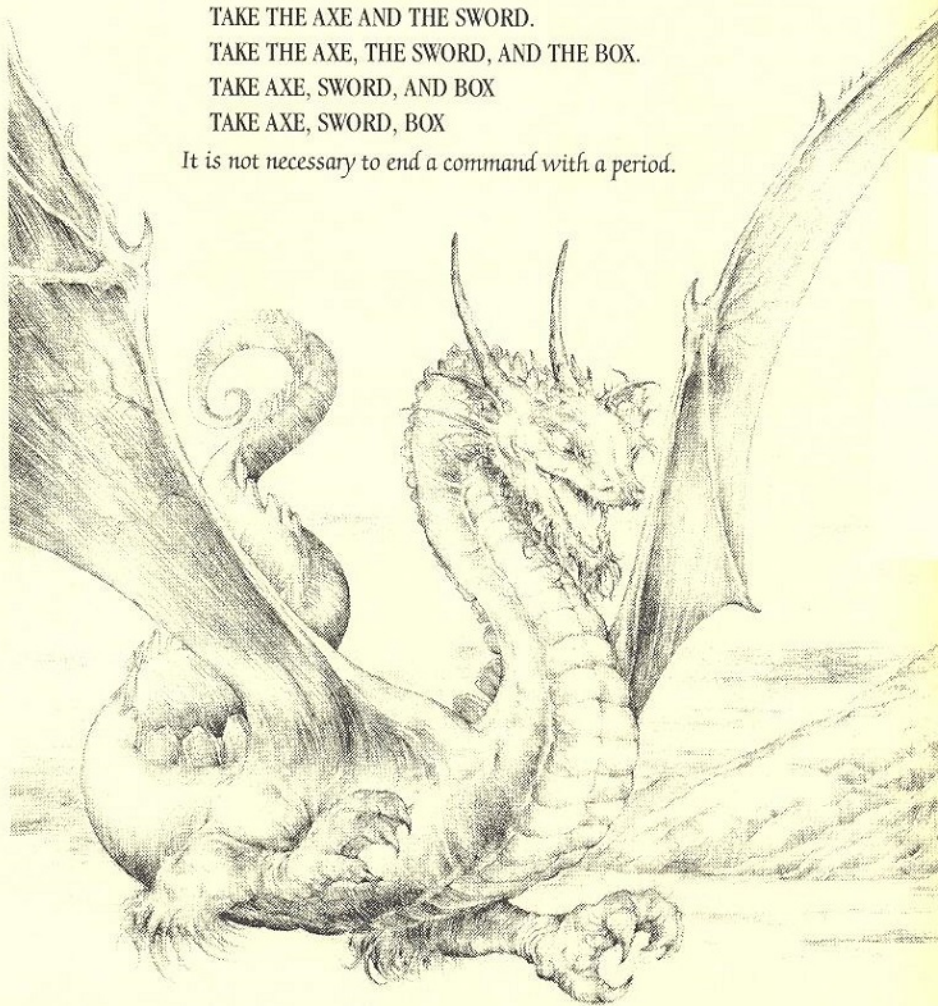
TAKE THE AXE AND THE SWORD.

TAKE THE AXE, THE SWORD, AND THE BOX.

TAKE AXE, SWORD, AND BOX

TAKE AXE, SWORD, BOX

It is not necessary to end a command with a period.





Several separate actions may be included in one command, but actions must be separated by the word THEN. For example:

TAKE THE BOOK THEN READ THE BOOK

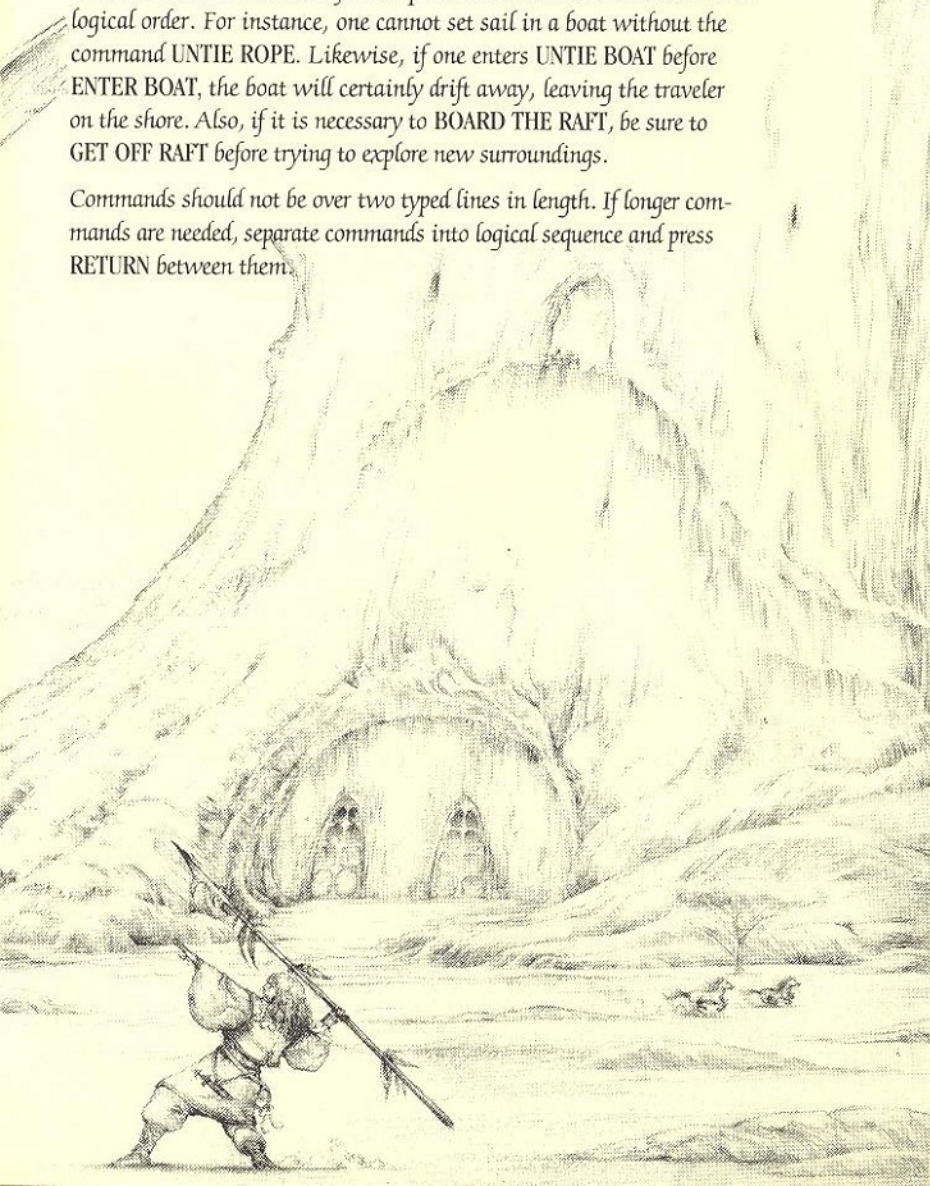
TAKE THE BOOK THEN OPEN THE BOOK THEN READ THE BOOK

OPEN THE BOX AND THE POUCH THEN CLOSE THE DOOR

TAKE ALL will result in all articles being taken. Instructions should be specific and logical. HIT THE NAIL may elicit the response WITH WHAT? Complete the command: HIT THE NAIL WITH THE HAMMER.

Be aware that instructions for complicated tasks should be entered in a logical order. For instance, one cannot set sail in a boat without the command UNTIE ROPE. Likewise, if one enters UNTIE BOAT before ENTER BOAT, the boat will certainly drift away, leaving the traveler on the shore. Also, if it is necessary to BOARD THE RAFT, be sure to GET OFF RAFT before trying to explore new surroundings.

Commands should not be over two typed lines in length. If longer commands are needed, separate commands into logical sequence and press RETURN between them.



### **E**rrant Speech

Commands that make no sense in Simbala—if they appear impossible, if they employ objects not at hand, if terms are foreign or of another land—will elicit a response advising the adventurer to think again. Upon such a response, a different phrase should be tried.

### **C**onversing with Friends and Strangers

To speak to another person or creature in DRAGONWORLD, simply enter TALK TO <name> or ASK <name>, as in

TALK TO ALYN

ASK ALYN.

If a person or creature speaks, respond to them by entering the remark as any other command would be entered: SAY NO. It is not necessary to add quotation marks ("NO").

A new acquaintance might have information that would be of value, and might ask "What do you want to know?" Answer with a statement that begins with ASK <name> ABOUT. Name the topic of choice.

Finally, when the help of Hawkwind is needed, enter ASK HAWKWIND or TALK TO HAWKWIND.

### **R**eplenishing Funds

There will also appear, with the list of possessions, a tally of the money remaining to be spent. If funds are depleted, consider visiting the Gaming House in the Bazaar, where the game of Dragonstones (described in the section named ACTION) may be played for talmas, the coin of the realm. The games may be played as often and for as long as desired.



## **I** nvestigating the Surroundings

Move about in Simbala by entering directions as full sentences (GO NORTH, GO DOWN), specific directions (SOUTH), or abbreviations (SW, NE, W, E, and so forth). UP and DOWN may be abbreviated U and D, respectively.

Should the surroundings need to be explored, enter SURR or LOOK (L). A description of the environment will appear. For further details about any given item, enter EXAMINE <name of item> or INSPECT <name of item>.

Keep at hand the implements for map-making, in case there is risk of losing the way.

## **P** ossessions

To obtain a complete list of possessions—money, weapons, provisions—enter INVENTORY (I). Study the list and inspect unfamiliar possessions closely. For a description of any chosen item, enter INSPECT <item> or EXAMINE <item> as above.

## **T** he Dragonpearl and Other Special Powers

Five times in the course of a quest—and only five times—the Dragonpearl may be invoked. This Dragonpearl is a magnificent opalescent stone which contains the memories and perceptions of the Last Dragon and those that came before him. The holder of the Dragonpearl possesses great power. Use this power wisely. Enter DP when the aid of the Dragonpearl is sought. The quest will be resumed in a different, safer place.

Also, seek Hawkwind at his home early in the quest; his counsel will be invaluable.

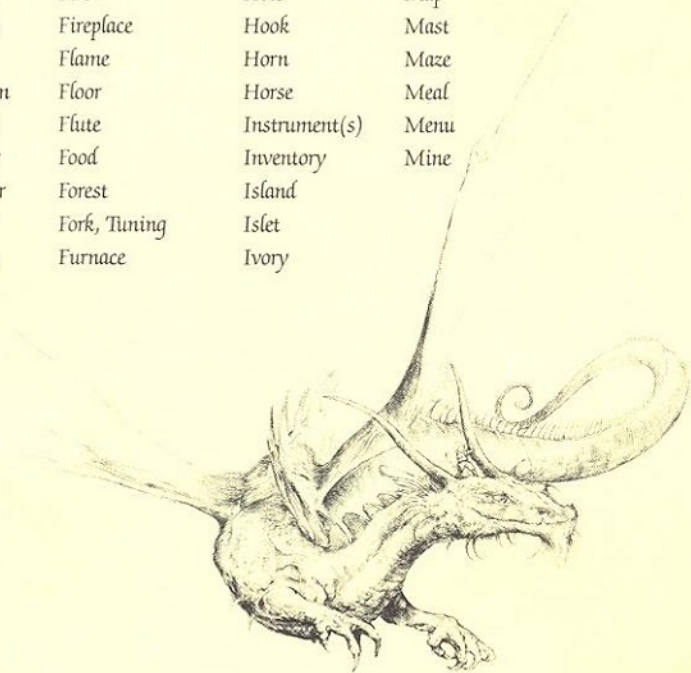
# Wordlist

## VERBS

Add	Collect	Fix	Laugh	Repay	Swing
Agree	Comfort	Flag	Launch	Rescue	Take
Aid	Console	Flame	Leap	Return	Talk
Answer	Construct	Flee	Leave	Reverse	Taste
Apply	Consult	Fly	Lift	Ride	Tell
Argue	Continue	Fold	Light	Ring	Thank
Ascend	Cook	Follow	Like	Rope	Throw
Ask	Count	Free	Loan	Row	Threaten
Assure	Crawl	Gather	Look (L.)	Rub	Tie
Attack	Cut	Get	Love	Sail	Topple
Bash	Decipher	Give	Lower	Say	Toss
Be	Descend	Go	Make	Scramble	Touch
Bend	Destroy	Greet	Mount	See	Try
Bide	Dig	Guard	Move	Send	Turn
Bite	Disembark	Hack	Offer	Set	Unfasten
Blow	Dismount	Hang	Open	Shatter	Unfold
Board	Dive	Help	Order	Shout	Unfurl
Borrow	Don	Hit	Paddle	Show	Unhook
Break	Drag	Hoist	Pass	Signal	Unlock
Breath	Drink	Hold	Pay	Sing	Unmoor
Breathe	Drop	Hook	Pick	Sit	Untie
Bribe	Eat	Hug	Place	Slide	Use
Build	Embrace	Hurt	Play	Smash	Wait
Burn	Empty	Hurtle	Pour	Sneeze	Wake
Buy	Enter	Ignite	Prepare	Sound	Walk
Call	Escape	Insert	Present	Soothe	Want
Calm	Examine, Ex	Inspect	Pry	Speak	Wave
Carry	Exit	Inventory, Inv, I	Pull	Spread	Wear
Catch	Explore	Invoke	Purchase	Sprinkle	Wet
Chase	Extinguish	Join	Push	Stab	Wish
Choose	Fandora	Jump	Put	Stand	Yell
Chop	Fasten	Kallus	Raise	Start	
Claw	Fear	Kill	Read	Steal	
Climb	Feed	Kiss	Reassure	Stir	
Close	Fight	Knock	Refuse	Strike	
	Fill	Land	Release	Surr	
	Fish	Lash	Remove	Swim	
	Fit	Lasso	Repair		

## NOUNS

Alchemist	Bush(es)	Diamond	Gag	Jade	Mirror(s)
Alambic	Cage	Dinghy	Garrison	Jewel(s)	Moat
Alyn	Cape	Doctor	Garrote	Jocana	Monarch
Amber	Castle	Door	Gates	Kandesh	Money
Arm	Cauldron	Doorway	Gems	Key	Moneylender
Armor	Cenotaph	Dragon	Girl	Kiln	Monkey
Armorer	Chain	Dragonbane	Glass	Knocker	Monster
Arrows	Chamber	Dragonmount	Graffiti	Kuln	Mooncrystal
Art	Chest	Dragonpearl, DP	Groom	Ladder	Mosaic
Artist	Chute	Dragonsblood	Grunting	Lava	Music
Artwork	City	Dragonscale	Guard	Leaves	Name
Ashes	Cloak(s)	Dragonsea	Hammer	Library	Noises
Assassin(s)('s)	Coldrake	Dragonstones	Hand	Light	Oar(s)
Axe	Conch	Drinks	Hawk	Liver	Ocean
Back	Cover	Duke	Hawkwind	Loan	Ointment
Bar(s)	Cowl(s)	Elixir	Hello	Lock	Opening
Bartender	Crack	Encyclopedia	Help	Logs	Paddle
Beach	Craft	Ephrion	Her	Magnifier	Painting
Bear	Crypt	Fingers	Him	Man (Men)	Palace
Beggar	Crystal	Fire	Hole	Map	
Bell(s)	Cupola	Fireplace	Hook	Mast	
Belongings	Cure	Flame	Horn	Maze	
Bench	Cushion	Floor	Horse	Meal	
Blackstar	Dagger	Flute	Instrument(s)	Menu	
Board	Danger	Food	Inventory	Mine	
Boat	Dazikar	Forest	Island		
Book(s)	Dealer	Fork, Tuning	Islet		
Boulder	Depths	Furnace	Ivory		
Box(es)					
Branch					
Brazier					
Break					
Breaths					
Bribe					
Bricks					
Brush					





# Wordlist

Passage	Sentry(ies)	Tanna	Window	Silken
Pate	Sergeant	Tasran	Windriders	Skeleton
Pattern	Shaft	Thalos	Windship	Sleeping
Payment	Shell	Thief	Wine	Sloping
People	Ship	Thieves	Wineskin	Small
Philosopher('s)	Shore	Things	Wolf('s)	Smashed
Physician	Skeleton	Throne	Woman (Women)	S&D (abbreviation for Song & Dance)
Picture	Skiff	Time	Wood	Steep
Piece(s)	Skylight	Titanium	Xylophone	Then
Pit	Smoke	Tooth		Thin
Place	Song	Topaz		Together
Plank	Soothsayer	Torch	<b>MISC.</b>	Untitled
Plaque	Sound	Tormalion	Again	While
Platform	Soup	Trap	All	Yes
Pod(s)	Spikes	Trapdoor	Along	
Poison	Splint	Tree	And	
Pony	Stable	Trunk	Back	
Possessions	Staircase	Tune	Big	
Pot	Stairs	Tuning Fork	Black	Down, d
Potion	Stairway	Turret	But	East, E
Pouch	Stairwell	Underbrush	Dead	In (side)
Prince	Starsword	Vados	Embossed	North, N
Quartz	Statue	Vault	Empty	Northeast, NE
Raft	Steed	Vials	Flat	Northwest, NW
Rayan	Stone(s)	Vines	For	Out
Ring	Stool	Visor	Gold(en)	South, S
Rock	Stuff	Volcano	Inside	Southeast, SE
Room	Stump	Volume	Large	Southwest, SW
Rope(s)	Supplies	Wagon	Little	Through
Rowboat	Swim	Waiter	Locked	Up, u
Saddle	Sword	Wall	Long	West, W
Sail(s)	Table	Warrior	Magnifying	
Salad	Tablet	Water	Marble	
Salve	Tailor	Waterfall	No	
Scale	Talma(s)	Wealdsman	Off	
Sea	Tangleweed	Weeds	Seated	
Seat	Tanium	Wheel		

## DIRECTIONS

# Notes to Aid the Quest

Islet	PAUY		
Windship	UCP3		
Swamp	PGB		
Thief	JRMURPY		
Kuhn	YRPJD		
Atrium	DA4T4CBE		
City	YRRYD		
Dark Cell	4ACY		
Alchemist	PCBI MRRBJPFOYAN UGPBAJ3		
Tailor	2 JR4NO		
Tavern	XGF 4CB3		
Physician	LAF LDFOCJAB		
Armory	XNRRE O4RPE		
Cenotaph	UIRPT		
Drawbridge	ANN JR4NO		
Meeting Hall	YRRYD		
Lead Cell	LDCNRORLD3PO	OYRB3	
Strong Room	CKRPF	Rayan Clearing	4AY3P
Hedge Maze	AKRCE	Waterfall	H343NO
Mosaic	X3AP	Walls	JNCMX
Treasury	CKRPF	Lava	PCBI
Bottom of Lake	P33EO	Wheel	YGPB
Island	LINGY3	Cupola	CKRPF
Altar	OYAPO4RPE		
Dragon	OAF "EAPTB3OO U3APO YD3 UNAM3"		
Library	XP3AT ERRP YDPR4 3BJFJNRL3ECA		

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z 3 4 / ' " 2  
 A N I H D Y U J G C V P M L S R X O 6 K F 8 9 B T 5 E W Q Z " 2

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Opening Sequence Design: Alex Jay, John Pierard, and Jeffrey Schneider

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Map: Alex Jay and Tom Orzechowski.

Notebook Design: Cynthia R. Randall

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# DRAGONWORLD™

## *Loading on COMMODORE 64™*

**Note:** This game uses one disk drive.

1. Arrange your computer with one disk drive and a monitor or television. Do not connect a printer.
2. Turn on the disk drive and the computer. Make certain that the SHIFT LOCK key is up.
3. Insert game Disk A into the disk drive and enter:  
**LOAD "DISK", 8**
4. When the computer responds with READY, enter:  
**RUN**
5. The program will load. After the title screen appears, a demonstration will load automatically. Type G if you wish to move immediately to the start of the game.

## *Loading on the COMMODORE 128™*

1. Turn on the disk drive and the monitor or television.
2. Depress the COMMODORE KEY (lower left) on the keyboard and turn on the computer.
3. The screen will display the words "\*\*\*\*\*COMMODORE 64\*\*\*\*\*"
4. Insert the game disk into the drive and follow the instructions above beginning with the LOAD command.

## *Additional Instructions*

### **Selecting The Means of Undertaking The Quest**


Enter JOYSTICK if you wish to use one during your quest. You may enter KEYBOARD or JOYSTICK at any point to change from one means to another.


(over)


### The Command "ACTION"


This command should be used to practice any of the three action games that will be encountered during DRAGONWORLD (see below). The consequences of your practice will not affect the quest.

Use the following keys for keyboard controls:

 = up

 = down

 = right

 = left

Press the **space bar** to fire shots when using keyboard controls and the **target button** when using the joystick.

*Enter ACTION for these action games:*

**Bogs and Bats**—Shoot all the bats and coldrakes, whether large or small ones, that attack in the swamp. Beware that the coldrakes will shoot fireballs at the quester, while the bats will simply swoop from above and hit. But don't shoot the single coldrake at the end: it will carry one to safety.

**Maze of Madness**—Successfully traverse the labyrinth of pitfalls and corridors. Avoid falling over cliffs, or the maze game must be started again. The ladders slant in one of two different directions; either group of ladders might disappear at any moment, causing the quester to fall and lose the way.

**Dragonstones**—A popular diversion in Simbala, it is played to win money: talmas may be collected by choosing stones of the right color. To gamble, first pay fifteen talmas, or obtain credit for that amount from the proprietor. At each level of play (there are four), there will be two colors of stones, one the winning color and the other the losing color. If you choose the winning color, and successfully catch just those stones, you will win talmas. If you successfully catch only the stones of the losing color, a consolation will be offered—if you can catch the stone of the small dragon flying across the screen, you will be able to take home several more talmas than you began with.

Press the **spacebar** or the **joystick button** in the maze of madness or dragonstones to stop the action game and return you to your place in the quest.

**Please Note:** You will automatically be returned to the quest after playing any of these games.

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